The Illusion
See MC1, The Gamblers (Part 2): The losing handYou may wish to pay close attention to:o Where did the deck come from?o What cards are on the table?o How are they collected?o To where in the deck are the 'tabled' cards returned?o What are the top 10 cards on the deck?

The Trick
Take from the deck the following cards: K K K A A A 7 7 7 Q (suits are irrelevant)Actually, pretty much any three prials and odd card will work, but these cards create quite a big psychological impact.
I say "take", it would probably be more convincing to deal them randomly from the top of a stacked deck.

Part 1:
Shuffle the cards so that the Q is the top (or second card) on the pile.
Draw two cards from the top of the pile and show the BACKS to the player.
Tell him to pick a card
If he chooses the Queen: tell him he is choosing which cards to keep
If he chooses the other card: tell him he is choosing which cards to discard
You *may* now stick to this. Ie. Give/Keep every card he points to# Mathematics will ensure you a winning hand.

Part 2:
Collect the cards, again bringing the Queen to the top of the deck
Deal the Queen to the player and the next card to yourself
Present the cards (face down) one at a time, and tell the player that he make take or reject each card that is offered
Allow him to keep all cards he selects until he has five cards in front of him
You keep all others# Mathematics will ensure you a winning hand.

Part 3:
Collect the cards, again bringing the Queen to the top of the deck
Deal the Queen to the player and the next card to yourself
Present the cards (face up) one at a time, and tell the player that he make take or reject each card that is shown
Allow him to keep all cards he selects until he has five cards in front of him
You keep all others# Mathematics will ensure you a winning hand.

Afterthoughts
There are a thousand ways to get the Queen to the top of the deck, but anyone with a copy of DP will know straight off how DB achieves it. The give away was that DB always got to choose the first card.Remember, if you perform your trick in a boring manner your audience will be bored. If you perform your trick in a fascinating manner your audience will be fascinated. etc.DB makes £60 on this trick. Now: Go to the pub; win £60 with this trick; buy a couple of rounds; and spend the rest of the proceeds on a copy of The

Devil's Picturebook or a 1st edition copy of Pure Effect.